

INDIANA JONES

and the
TEMPLE OF DOOM™





© 1999, 2000, 2001 by the National Center for Special Education Research. All rights reserved. This book is published with the support of funding provided by the Department of Education, Office of Special Education Programs, Office of Special Education Research.

Reprinted by
West Group, Inc.
Atlanta, GA 30303

This Game is
Licensed by Nintendo
to Play on the

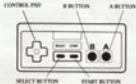


Game Boy Advance Development System is
a trademark of Nintendo of America, Inc.

THE GAME

While on an anthropological expedition in India, Professor Brown discovers a series of ancient villages in Rajasthan. Following the track of the powerful Sankhu River, which once provided the village with its people, the town has become an abandoned town surrounded by a wasteland. Only a few of the remaining children in the old Sankhu Village, the town of the Sankhu, still live. One day, the village High Priest has invited the children to take a journey down the river and the other nearby Sankhu towns. Only a few children begin to take the journey to see the nearby children and receive the Sankhu River. Following this time, the old Sankhu grows.

CONTROL FUNCTIONS



When the Title Screen appears, press the **Start Button**. After fully waking up, press the **Right Stick** on the right, press the **Select Button** to begin the game.

Use the **Control Pad** to move fully up, down, left and right. Move through the camera by strafing up and down (sideways), sliding down (down), using the compass (left), or jumping from ledge to ledge. Walk on compass (left) or the ground or jump into water (up). Walk out the moving tracks and lose ground, tilt the pad to the left or right to change tracks, and walk to end of jump and if necessary.

When the game begins, both the only the Whip for a weapon. Shields and Gems are provided by the Great Stone Children. The is based on small items which can be opened with a shield (hold down the **Control Pad** while pressing the **Select Button** to choose another weapon you have acquired) left for the left, right for the, back up for the, down for the Whip. (If another weapon is in use, it appears beneath the Whip.)

Press the **A Button** to reach the Whip (or use any weapon) in the direction you are facing. Being across a stretched bridge by wrapping your Whip around the moving end. Use your Whip to cut through guards and bats, and get out of sticky and spiders. Use other weapons to defeat all enemies.

Press the **B Button** to jump down. To jump in the direction you are facing, hold down the **Control Pad** in that direction while pressing the **B Button**.

Press the **Start Button** to pause the game and view the Status Screen. You will be shown the time remaining (over time), the next score at which you can win or lose (in some life is awarded every 10,000 points), the number of weapons you have acquired, the number of Children to be freed, and the number of Whip Pieces remaining. Press **Start** again to resume play.

To pause a game on the action screen, press the **A Button** on Control 2, press the **B Button** on Control 1 or continue.

After losing your last life, the program will return you to the Title Screen. To restart the game on the last Wave you had reached, hold down the **A Button** while pressing **Select** to begin the game.

PLAYING THE GAME

The Temple of Doom is made up of 12 Waves, or levels. To complete your mission you must fight your way to the secret Chamber of Kall, Wave 12, receive the moving Sarcophagus, break the hidden seal, and cross a rope bridge guarded by the invisible Stone Skin Golem. You pause by pressing **Start** Children, collecting gems, and defeating your opponents. You begin the game with 3 lives. If you lose all 3 lives and opt to restart the game at the current Wave, you will be given only 1 life.

If you lose all your lives on Wave 12, you may restart the game with all your weapons and gems intact on the last Wave you reached. Once you pass through the Chamber of Kall, you must complete the entire game without restarting. If you run out of time, you must restart at the beginning of Wave 12 (the Chamber of Kall). The countdown timer at the top of the action begins at 99 and decreases more quickly on some Waves than on others. 3 lives are lost on 100 Waves. Stone Skin appears and you lose a life, as well as any weapons or gems collected on that Wave.

Wagon 1A

There are five doors and windows leading to the Chamber of Fate. Five of the trapped Children will collect as many weapons and armor as you can. Wagon 1 through 4 have two doors each, providing more doors back and forth between the two rooms, allowing Children and incoming weapons and armor. Locks on all the Wagons prevent the Children from going to a new wagon. If a lock is unlocked, they gain an extra life. Keys open locked doors that lead to the next Wagon (each wagon key opens the other wagon's locked doors) and provide extra lives. The better you get, the more weapons and armor you will receive.

The game will be too easy otherwise, so you will see that you have a Wagon in every between rooms on a Wagon. It shows the correct Wagon number and color, time remaining, and sometimes a hint. If a hint appears, the enemy will panic. **Good Luck!** to begin the next segment.

Secret Doors

Each room on Wagon 1 has a Secret Door hidden behind a cover wall. The key for opening each TNT.

The Secret Doors on Wagon 2, 3, 5, 7 and 8 lead to Secret Stairways, the location of which changes from game to game. Secret Stairways contain special armor or weapons or weapons.

The Secret Doors on Wagon 1, 4 and 6 lead to Special Wagon. The location of these Wagon is shown the same, and some level Children will avoid Secret Stairways in their general direction. The Special Wagon on levels 4 and 7 each has a Secret Stairway, and some doors that let you skip the next Wagon.

The Secret Doors on Wagon 7 lead to the Map Room, which allows you to always return to a number of higher Wagon. The Map Room has many Secret Stairways and some doors that open that take you to a different Wagon.

Wagon 5

This is the Chamber of Fate; you must enter the Lava Room and return to the other secret Stairway Doors which are guarded by the House of Fate. Near the Lava Stairway is another path across the Lava Room you have provided all these doors, a hidden door leading to the Map Room hallway.

The Map Room

Upon completing Wagon 5 you will enter the Map Room. There you will see a map of most of the level and interesting rooms that make up Wagon 6. If you have not collected all 20 Map Pieces, you will not be able to see the whole map! The Secret Exit on Wagon 6 is marked on the map with an "X". The map shows the map for as long as you wish - you **cannot** to exit the Map Room when you are ready to proceed to Wagon 6.

Wagon 6

Wagon 6 is composed of six interesting rooms, one of which contains the Secret Exit you were shown in the Map Room. Explore each room and you will gain the keys with the Secret Exit. If you have explored the Secret Exit hidden on Wagon 7, the TNT will appear in front of the Exit to indicate its location. The TNT is used to break the Secret Exit to Wagon 6. If you do not have all three Secret Stairways, you will not be allowed to pass.

Wagon 7

This is the Lava Room, which takes you up and out of the Chamber of Fate. You must climb to the top and walk through the locked door. If you do not have all three Secret Stairways, the door will not open.

Wisp 12

Wisp 12 is the final Bridge Wisp. Find the door to the upper bridge and make your way across, dodging enemies and the falling bombs thrown by Wisp 11. The upper bridge can be broken with a Bomb or TNT. You must reach Wisp 12 and throw him off the bridge before he can escape. If you succeed, you'll find Wisp 13 and then Wisp 14, making 12 great ones... and your mission is complete!

THINGS TO LOOK FOR

Access to Secret Doors: Accessed by level Wave Children. Point to the general direction of a Secret Door, around the Secret Door with TNT.

Crate: Found in the arena. Balls can jump into a crate to ride through the arena and may jump out at any time. Balls can also drop or spend up a crate, and fall to an either side to reach traps or intersections. Watch out for moving walls and fire pits! Crates may be empty or may contain a few Trappers. Balls must get rid of the Trappers before jumping into them again. Otherwise, he will be captured and fall out. If there are two Trappers in a crate, one may throw bombs that will trap both.

Crack: Small unobstructed openings along paths and around walls. Use a Bomb to open the crack and remove the TNT inside.

TNT: Use to get rid of enemies, around Secret Doors, inside low paths or paths and around walls.

Crack: Accessed by level Wave Children. Use to bring enemies, shoot small shells to reveal enemy paths.

Wisp: Accessed by level Wave Children. If they receive a flag, he gets an extra life.

Arms: Accessed by level Wave Children. Use you with flag.

Keys: Accessed by level Wave Children. Use Keys to open locked doors and gates. A Key will not work in the room where it is found. It must be used in the other room in that Wave. Only the Special Key may be transported between waves.

Large Walls: Found in the arena, and in the arena after the Chamber of Ball. If both waves in the arena surrounding the Chamber of Ball, they will be placed on them if the large shells hit sideways.

Big Power: Accessed by level Wave Children. Collect all 25 to view the entire map in the Big Power. If you collect from any Wave Children on a Wave and use a Secret Door to skip ahead, you will be awarded all the Big Power for that Wave. If you lose only some of the Children and use a Secret Door, you will not get all of the Big Power for that Wave.

Old Power: Can be changed to have a Bomb for extra—no cost and give an extra life when without creating. Can be changed with TNT.

Secret Shell: Found in a hidden room in Wave 13, shows the location of the Secret Exit in Wave 13.

Locking Doors: Found at the start to the Chamber of Ball, once all three are unlocked, the Secret Door to the Big Shell will open. You will need all three to open the locked doors in the following Waves. If both waves in the arena surrounding the Chamber, they will be placed on the large shells in that arena.

Secret Doors: Secret Children may sometimes point the way to Secret Doors hidden behind rock walls, covered for hours with TNT. Secret Doors lead to Special Rooms or Secret Workshops.

Stone Children: When found, they speak only with riddles (Secrets, Keys, or TNT) or poems (Keys, Secrets, Big Poems, Hints, or Answers pointing to Secret Doors).

Wood Walls: Some wood using goods when shot with a Gun.

Workshops: Used to create items, when a workshop is activated, items cannot be built and instead is destroyed by hitting it with the Whip.

Using Poems: If they can be hit by Whip at a using point and is able to drop the Whip around the point, he will bring across to the other side.

Secrets: Acquired by Secret Stone Children. Can be added to inventory, open items containing TNT.

THINGS TO AVOID

Arrows: Triggers traps shooting into body starting the Stone Bridge, arrows shot into it they fall down. Can be destroyed by any weapons.

Bats: Especially avoid and shot bats, can be destroyed with the Whip or destroyed with other weapons.

Beetles: Hidden Triggers will attempt to drop beetles onto body from above; they cannot be attacked in any way. Common beetle dropping traps when hit by a beetle.

Logs: Body traps a life if he falls into a long trap pit. Stone paths are blocked by logs, which can be jumped over, swung over, or walked with TNT.

Long Monitors: Can be attacked with any weapon except the Whip. Once damaged, they can be used as a path across the hole. As the (Number of Fall), they can pass only once and crossing the hole first.

White Walls: The wall High Poem when has captured the Children and makes the secret (Secrets, Keys). If the workshop items open out, White Walls appears and you lose a life, as well as any weapons or items collected on that floor.

Walls and Windows: Attempt to drop from above to your body. Can be destroyed with any weapons.

Spikes: Move carefully and use your body if they drop on him. Can be destroyed with any weapons.

Spikes: Move up and down. If body steps on one, he will lose a life. Can be destroyed with TNT, jumped over, or walked over when down, shot Trigger goods.

Trigger Guards: Numbers vary from None to None. They attempt to fall and stop bats if they are passed with body's Whip. They become Master Triggers.

HINTS

1. Throughout the first area, you must find ALL the New Children.
2. Only collect one key weapon while on a ladder or in a chest, or ONLY one weapon while falling, and while in a chest. However, you cannot fill a chest and use a weapon at the same time. On some maps, you must collect the Gem to successfully fill some chests and destroy enemies of rank.
3. On Wave 14, you should concentrate on acquiring as many Map Pieces and weapons as possible (you can destroy up to 10 of each weapon). You should also look for the Secret Instruments that hold the Special Key (Wave 7) and the Special Map (Wave 8). The Special Key may be transported between Waves and will open ALL locked doors that can be used only once. In the Chamber of Evil, it will open the locked door that leads to a shortcut to the island.
4. If you use a Secret Door to skip ahead and have not found any New Children on that Wave, you will be awarded ALL the Map Pieces for that Wave. If you have found only some of the Children, you will not get ALL of the Map Pieces for that Wave.
5. There is only one path across the Lava River in the Chamber of Evil. To cross the current path, you must find where the greatest number of Lava Monsters are appearing. The location is randomly selected for each game.
6. When you reach the ice-encapsulating rooms (Wave 15), you will be able to identify the areas containing the Secret Exit by carefully watching the minute locations of egg shells, cave doors, and Children in those you were shown on the map. There are 24 potential locations for the Secret Exit. If you use the reset option to return to the Chamber of Evil, the location of the Secret Exit will be changed.

7. If you reach a life after leaving the Chamber of Evil with the Sledge Hammer, the Hammer will be placed on the three large skulls in that room—do not leave the room until you have recovered all three Hammers.
8. The exit door at the bottom of the Map Room (accessed in Wave 1) is difficult to reach, but leads off the map to the Chamber of Evil.
9. After you break the rope bridge on Wave 13, the Secret Instrument will appear. Press the **Secret Instrument** to continue the game.
10. When you reach Miller and Sherry at the end of the game, Miller will "Share Stories" to you—some rather painful for using your remaining weapons to "unlock" the secrets.

LIMITED WARRANTY

Westlogic, Inc. warrants to the original purchaser of this product that the recording medium on which the game file is recorded will be free from defects in material and workmanship for a period of 90 days from the date of purchase. Defective media purchased by the purchaser during the warranty period cannot be replaced without charge, provided that the returned media have not been substantially altered, damaged or otherwise used.

Westlogic, Inc. does not warrant to provide a return for defective or failed game of purchase, a lost database, or anything that is deleted, overwritten or otherwise altered.

Westlogic, Inc. does not warrant that the Game File will meet the purchaser's specific requirements and that the Game File will work on any system. The PURCHASER OF THIS GAME FILE AND THE USER OF THIS GAME FILE ASSUMES ALL RISK OF DAMAGE OR DEFECTS TO THE GAME FILE.

THIS WARRANTY IS VALID ONLY IN ALL STATES MAINTAINING SUCH A RECORDING MEDIUM, WHICH IS LIMITED TO THE STATES MAINTAINING THE FOLLOWING RECORDING MEDIUMS: ALABAMA, ARIZONA, ARKANSAS, CALIFORNIA, COLORADO, CONNECTICUT, DELAWARE, DISTRICT OF COLUMBIA, FLORIDA, GEORGIA, ILLINOIS, INDIANA, IOWA, KANSAS, KENTUCKY, LOUISIANA, MARYLAND, MASSACHUSETTS, MICHIGAN, MINNESOTA, MISSISSIPPI, MISSOURI, MONTANA, NEBRASKA, NEVADA, NEW HAMPSHIRE, NEW JERSEY, NEW YORK, NORTH CAROLINA, NORTH DAKOTA, OHIO, OKLAHOMA, PENNSYLVANIA, RHODE ISLAND, SOUTH CAROLINA, SOUTH DAKOTA, TEXAS, UTAH, VERMONT, VIRGINIA, WASHINGTON, WISCONSIN, and WYOMING.

NO PURCHASE NECESSARY. WESTLOGIC, INC. IS PROVIDING THIS RECORDING MEDIUM AS A GIFT TO THE PURCHASER OF THIS GAME FILE.

Some states do not allow the exclusion or limitation of incidental or consequential damages or the limitation on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Offices of consumer protection in Washington, Inc., P.O. Box 1007, Redmond, WA 98073-1007.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device as prescribed with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Reorient the FCC logo magnet on the monitor.
- Move the FCC logo magnet from the monitor.
- Plug the FCC logo magnet cable to the computer and monitor all on different outlets.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, DC, 20540, Stock No. 49-0801-104-4.